

Basic Fantasy RPG

Data

Name				Player			
Class				Race			
Level		Experience					

Abilities

Strength			Dexterity			Constitution		
Intelligence			Wisdom			Charisma		
Notes								

Saving Throws

Poison			Death Ray		
Paralysis			Turn to Stone		
Dragon Breath			Magic Wands		
Rod and Staves			Spells		
Notes					

Combat

Hit Dice			Hit Points		Wounds		
Armor Worn						Armor Class	
Attack Bonuses							
Damage Bonuses							
Weapon							
Weapon							
Weapon							
Notes							

Movement and Encumbrance

Turn Movement			Carried Weight	
Round Movement			Light Load Capacity	
Wildernes Movement			Heavy Load Capacity	
Notes				

Picture		Character Description and Notes				
		Sex				
		Age				
		Height				
		Weight				
		Hair				
		Skin				
		Eyes				
		Special Abilities				
Equipment			Weapons			
Wealth and Treasure		Magic Items				
Copper Coins						
Silver Coins						
Electrum Coins						
Gold Coins						
Platinum Coins						
Gems Pieces						